IN THE CLAIMS:

Please amend the following claims having the same number as indicated:

Claims 1-38.   (Cancelled).

39. (Currently Amended).   A method for crediting a player of a gaming machine with bonus points, [~~the player having a player account stored in a computer, the computer being coupled to the gaming machine and including a database for storing vouchers, each voucher having a parameter~~], including the steps of:

establishing a player account for the player, the player account stored in a computer coupled to the gaming machine and having an associated player account number;

providing a database for storing vouchers in a list separate from the player account, each voucher having a parameter, each voucher being a separate electronic record stored in the list in the database;

assigning a first number of bonus points to a first voucher;

defining the parameter of the first voucher as being one of cashable and non-cashable; and,

assigning the first voucher to the player account, by storing the player account number associated with the player's player account in the voucher.

40. (Previously Presented).   A method, as set forth in claim 39, wherein the bonus points are incentive points.

41. (Previously Presented).   A method, as set forth in claim 39, wherein the bonus points are credits.

42. (Previously Presented). A method, as set forth in claim 41, wherein the bonus points are credits, the method including the step of downloading the bonus points as credits to the gaming machine.

43. (Previously Presented). A method, as set forth in claim 42, wherein the step of downloading the bonus points to the gaming machine includes the steps of:

> displaying to the player a list of vouchers; and,
>
> allowing the player to indicate at least one voucher to download.

44. (Previously Presented). A method, as set forth in claim 39, including the steps of converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

45. (Previously Presented). A method, as set forth in claim 44, the player account having a plurality of vouchers, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

> displaying to the player a list of vouchers assigned to the player account; and,
>
> allowing the player to indicate at least one voucher to download.

46. (Previously Presented). A method, as set forth in claim 39, the player account having a plurality of vouchers, the method including the steps of:

> allowing the player to identify the player to the gaming machine;
>
> displaying to the player a list of vouchers available for download;
>
> allowing the player to indicate at least one voucher to download;

converting bonus points associated with the at least one voucher to credits; and,

downloading the credits to the gaming machine.

47. (Previously Presented).   A method, as set forth in claim 46, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

48. (Previously Presented).   A method, as set forth in claim 39, including the steps of:

allowing the player to play the gaming machine; and,

creating a second voucher containing any remaining credits after the player stops playing the game, if the first voucher has been defined as being non-cashable; and,

dispensing credits to the player after the player stops playing the game, if the first voucher has been defined as being cashable.

49. (Previously Presented).   A method, as set forth in claim 39, the first voucher having a second parameter relating to an expiration date of the first voucher.

50. (Previously Presented).   A method, as set forth in claim 39, the gaming machine having a player tracking device, the method including the steps of:

converting the first number of bonus points to a first number of credits; and,

downloading the first number of credits to the player tracking device.

51. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps:

converting the first number of bonus points to a first number of credits; and,

downloading the first number of credits to the credit meter.

52. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:

designating the first voucher as one of lump-sum and pay for play; and,

converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

53. (Previously Presented). A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;

allowing the player to place a wager;

playing the gaming machine;

decrementing the wager from the credit meter;

decrementing the maximum wager from the player tracking device; and,

crediting the maximum wager to the credit meter.

54. (Previously Presented).   A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;

allowing the player to place a wager; and,

if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

Claims 55-107.   (Cancelled).

108.   (Currently Amended). A system, comprising:

a gaming machine for playing by a player;

a computer coupled to the gaming machine for tracking a player account associated the player, the player account having an associated player account number; and,

a database stored on the computer for storing vouchers in a list separate from the player account, each voucher having a parameter, each voucher being a separate electronic

record stored in the list in the database, the computer for assigning a first number of bonus points to a first voucher, defining the parameter of the first voucher as being one of cashable and non-cashable, and assigning the first voucher to the player account by storing the player account number associated with the player's player account in the voucher.

109. (Previously Presented). A system, as set forth in claim 108, wherein the bonus points are incentive points.

110. (Previously Presented). A system, as set forth in claim 108, wherein the bonus points are credits.

111. (Previously Presented). A system, as set forth in claim 110, the computer for downloading the bonus points as credits to the gaming machine.

112. (Previously Presented). A system, as set forth in claim 111, the gaming machine for displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

113. (Previously Presented). A system, as set forth in claim 108, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

114. (Previously Presented). A system, as set forth in claim 113, the player account having a plurality of vouchers, for displaying to the player a list of vouchers assigned to the player account and allowing the player to indicate at least one voucher to download.

115.　(Previously Presented).　A system, as set forth in claim 108, the player account having a plurality of vouchers, the gaming machine for displaying to the player a list of vouchers available for download, and allowing the player to indicate at least one voucher to download, the computer for converting bonus points associated with the at least one voucher to credits and downloading the credits to the gaming machine.

116.　(Previously Presented).　A system, as set forth in claim 115, wherein the player is identified using at least one of a player tracking identification card and a player tracking identification number.

117.　(Previously Presented).　A system, as set forth in claim 108, the gaming machine for creating a second voucher containing any remaining credits after the player stops playing the game, if the first voucher has been defined as being non-cashable and for dispensing credits to the player after the player stops playing the game, if the first voucher has been defined as being cashable.

118.　(Previously Presented).　A system, as set forth in claim 108, the first voucher having a second parameter relating to an expiration date of the first voucher.

119.　(Previously Presented).　A system, as set forth in claim 108, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the player tracking device.

120. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the credit meter.

121. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first voucher as one of lump-sum and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

122. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

123. (Previously Presented). A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine

being capable of accepting a variable wager, the computer for converting the first number of

bonus points associated with the first voucher to a first number of credits, and downloading

the first number of credits to the player tracking device, the gaming machine for allowing the

player to place a wager, playing the gaming machine, and if a total of the player's wagers is

greater or equal to a predetermined threshold, decrementing the predetermined threshold

from the player tracking device, and crediting the predetermined threshold to the credit

meter.

Claims 124-140.   (Cancelled).

141.   (Previously Presented).   A method, as set forth in claim 39, including the

steps of:

assigning a second number of bonus points to a second voucher;

defining the parameter of the second voucher as being one of cashable and non-

cashable; and,

assigning the second voucher to the player account.

142.   (Previously Presented).   A method, as set forth in claim 141, wherein the

player account has an associated account number, wherein the player account and the

vouchers are stored in a database, the method including the steps of:

storing the first and second vouchers in a list of vouchers in the database, the list

being separate from the player account; and,

storing the account number of the player account in each of the first and second

vouchers.

143.   (Previously Presented).   A method, as set forth in claim 39, including the steps of:

assigning a second number of bonus points to a second voucher;

defining the parameter of second voucher as being one of cashable and non-cashable; and,

assigning the second voucher to a second player account associated with a second player.

144.   (Previously Presented).   A method, as set forth in claim 143, wherein the player account has an associated account number and the second player account has an associated second account number, wherein the player accounts and the vouchers are stored in a database, the method including the steps of:

storing the first and second vouchers in a list of vouchers in the database, the list being separate from the player accounts;

storing the account number of the player account in the first voucher; and,

storing the account number of the second player account in the second voucher.

145.   (Previously Presented).   A system, as set forth in claim 108, , the computer for assigning a second number of bonus points to a second voucher, defining the parameter of the second voucher as being one of cashable and non-cashable, and assigning the second voucher to the player account.

146.   (Previously Presented).   A system, as set forth in claim 145, wherein the player account has an associated account number, wherein the player account and the

vouchers are stored in a database, the computer for storing the first and second vouchers in a list of vouchers in the database and storing the account number of the player account in each of the first and second vouchers, where the list is separate from the player account in the database.

147.   (Previously Presented).   A system, as set forth in claim 108, the computer for assigning a second number of bonus points to a second voucher, defining the parameter of second voucher as being one of cashable and non-cashable, and assigning the second voucher to a second player account associated with a second player.

148.   (Previously Presented).   A system, as set forth in claim 147, wherein the player account has an associated account number and the second player account has an associated second account number, and wherein the player accounts and the vouchers are stored in a database, the computer for storing the first and second vouchers in a list of vouchers in the database, storing the account number of the player account in the first voucher, and storing the account number of the second player account in the second voucher, wherein the list is separate from the player accounts in the database.